

ABSTRACT OF THE DISCLOSURE

The present invention provides a player an enhanced gaming experience by using strategy and random selection to impart at least the perception of elements of skill to players to provide access to quasi-competitive bonus games for players of different skill levels. The gaming machines of the present invention are configured to offer the features of a conventional gaming machine, such as, for example, a primary game in the form of a reel-type game or a video card game, but also enable entry into a quasi-competitive bonus game. In exemplary embodiments, the gaming machines of the present invention are networked to enable interactive bonus game play among more than one player or between a player and a computer. Players may select or adopt and modify a particular character for bonus game play, and team play between teams of players may also be offered.